



Encyclopaedia Aristasiana

Find in

Menu

Home
Search
List pages
Last Changes

Image Galleries

Main Sections

Aristasian Glossary
Aristasian Life and Culture
Aristasia Pura
Aristasia in Telluria
Philosophy and Religion
Sound and Kinematics
Telluria Criticism

Random Pages

Deformism
Race
Arcadia
The Heart
Creationism
Philosophy and Religion
Aristasian Form:
Questions and Answers
Vintesse
Aristasian Politics
Northern Wastelands

Search

in:

Login

Login as...
User:

Password:

Standard | Secure

Backlinks...

The Law of Manifestation

The Law of Manifestation is closely related to the Telluristasian phenomenon of Personae.

Before Operation Bridgehead, Aristasia-in-Telluria was theoretically a complete world, only it was not all manifest. So, for example, an Aristasian District School might consist (in terms of vulgar mechanics) of five girls meeting in a house regularly. Now this school might in fact have a hundred pupils and ten mistresses, but most of them would not be manifest at any given time and indeed the majority might never manifest. One could liken it to a role-playing game in which most of the characters are non-player characters.

However, Aristasians regard it more seriously than that. We see it as a full world *in potentia*. There was, for example, a certain school in Ireland where it was well established that the full school ran beyond the boundaries of the physical house (which was already very large). Girls sometimes caught glimpses into the unmanifest corridors or passed unmanifest girls on the stairs.

In terms of law and thamë, the Law of Manifestation was very important. Each District had a District Governess who was known by name. The D.G. was rarely manifest. Often she was never manifest. But if a crisis were to arise that required her attention, she would have to be manifested by one of the available bodies.

Further to this, the term "a Law of Manifestation Aristasian" was (and is) used to mean an Aristasian on one of the outer Concentric Circles. She is not an Aristasian most of the time, but when in Aristasia she manifests an Aristasian persona. In other words she is (temporarily) an Aristasian according to the Law of Manifestation. She is (if one wishes to put it that way) stepping into the shoes of one of the non-player characters that make up the world.

How does Bridgehead affect this? Having been adopted as a protectorate of The Motherland, Telluristasian lines of command are no longer so dependent on the Law of Manifestation. There are now direct superiors in Pura. Tellurian Aristasia can be accepted more on its own terms,

as precisely the group of girls it is, on a schizomorph planet, but loyal to the Empire far away.

Nonetheless, the Law of Manifestation continues to be vital in many respects to the deployment of Aristasia in Telluria, while being no longer central to an autonomous thamë-structure.

See also:

[Concentric Circles](#)

Created by: [miss_serena](#). Last Modification: Wednesday 23 of June, 2010 21:05:55 EDT by [miss_serena](#).



Powered by [TikiWiki CMS/Groupware](#)